

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-5 (cancelled)

Claim 6. (currently amended) A method of playing an alphabet challenge game for a group of players, comprising the steps of:

providing a deck of alphabet challenge cards for two to four players, each deck comprising seventy two cards, including a combination of sixty four cards having on its face an alphabet indicia for creating words, and four wild cards, and four special function cards, each having identifying markings on its face;

establishing ground rules that describe applications of said wild cards and special function cards and,

selecting a score keeper;

shuffling said decks of cards and dealing twelve cards to each player, starting with a designated first player and placing the remaining cards, face down to establish a draw pile;

a player receiving a single special function card in a dealt hand permits said player to replace any letter in a word previously cast by an opposing player, said opposing

player must immediately form and cast another word, a player receiving two special function cards in a dealt hand, permits said player to remove one letter from a word previously cast by an opposing player and placing said removed letter to bottom of deck, said opposing player must provide a replacement letter to form another word,  
and, a player receiving three of said special function cards in a dealt hand; permits said player to counter an opposing player's use of said special function card;  
removing a top card from said draw pile and placing said top card face up to start a discard pile;  
said designated first player draws a card either from the draw pile or from the discard pile and forms a word to be cast, after a first word is cast, player is permitted to use any of said special function cards, this rule labeled "passport" applies to all players during their turn,;  
if said first player cannot cast a word, said player forfeits turn to a next player;  
said next player repeats the word forming sequence;  
player who completes a last cast word by drawing from said draw pile or a top card from said discard pile, finishes the game, and  
a winner is named for the player holding the least total penalty points.

Claim 7 (canceled)

Claim 8 (previously presented): The method of claim 6, wherein the cards containing alphabet indicia appear with the following frequency:

Four of the letter S:

Four wild cards, and four special function cards;

Three of each of the letters B, C, D, F, M, P and T;

Two of each of the letters G, H, L, N, R and W;

One each of the letters J, K, Q, V, X, Y and Z.

Claim 9 (previously presented): The method of claim 6, wherein said wild card may be used to substitute for any letter of the alphabet.

Claim 10 (cancelled)

Claim 11 (previously presented): The method of claim 10, wherein said player using said special function cards must have at least three remaining cards in hand, excluding said special function card, and, after using said cards must remove cards from game.

Claim 12 (canceled)

Claim 13 (previously presented): The method of claim 6 wherein all players must state meaning of a cast word otherwise penalty points will be assessed to the player if a cast word is not a known word, thereupon, player will forfeit turn to next player.

Claim 14 (previously presented): The method of claim 6 wherein a point system is provided to establish a winner, each player starts the game with 30 points, said score keeper tallies each player's penalty points and the player with the lease penalty points is the winner and receives a positive merit point all other players receive a negative demerit

point, said point system comprising:

merit points weighted from zero to four for each alphabet indicia;  
penalty points weighted from 1 to five for each alphabet indicia, including  
said special function cards.

Claim 15 (previously presented): The method of claim 6 wherein said player who completes a last cast word, and if the deck is used up before said game ends, one of two options is allowed:

the scorekeeper tallies each player's points, the player with the least penalty point total is the winner, or  
the current player reshuffles all cards in said discard stack, placing face down to form a new draw pile and continues playing until one of said players casts the last possible word to be formed therein, ending the game and permitting the scorekeeper to tally the points to name the winner.

Claim 16 (previously presented). The method of claim 6 wherein said group of players decides rules of said alphabet challenge game, further comprising the steps of:  
first cast word size, four, five or larger;  
whether player must state meaning of word when casting said word;  
what is penalty if cast word is not a word;  
implement a point system giving each player an agreed number of points at start of game;  
define word category to be used such as a category selected from the group consisting

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of animal, vegetable, names or other agreed upon categories.